John Matos

rdr4g0n.github.io | superfineweb@gmail.com

I am a front end developer with 7+ years of experience with HTML, CSS, JavaScript, and the accompanying wild west of UI frameworks and libraries. I have a background in graphic design, and think a lot about the user's goals and workflows when I build a UI.

But I'm not just-a-web-ui-guy: I got a*spirations*. I've been itching to leap into the world of AR and VR user interface development. I believe AR, VR, and computer vision will have an even larger impact on our lives than smartphones and the internet have.

I know I am well suited for digging into this new user interface frontier because my career trajectory has a clear pattern: **when I want or need to learn a thing, I do!** This is why you should consider hiring this *not-just-a-web-ui-guy* to do your *not-necessarily-web-ui* work. I always begin a new job with one role and rapidly grow into new roles and skills, making myself (and the company) better in the process.

If you squint *just a little bit*, it's pretty easy to see these bullet points appearing on this resume (the hardest part now is finding space for them):

- Unity, C#
- Unreal Engine, C++, Blueprint
- Web VR with A-Frame
- At least 1 pullup

I bring a powerful combo of UI and design experience, visual and interactive ideas, AND the ability to implement them in whatever language/tool/framework is needed. I love to do this stuff, love to get better at it, and love to learn from those who are better than me.

Browse my portfolio at **rdr4g0n.github.io**, then send me an email at **superfineweb@gmail.com**!

Allegra Print & Imaging
August 2004 - July 2008
Graphic Designer, Office Manager

- » Photoshop, InDesign, Illustrator
- » Telling a visual story in 2 seconds
- » Convincing clients not to shove 3 addresses onto a tiny business card
- » shoving 3 addresses onto a tiny business card

Halifax Media Group
October 2008 - December 2010
Print Ad Design, Digital Ad Design

- » Flash and actionscript
- » Telling a visual story in 2 seconds and 40KB
- » Animation and motion design
- » 2D particle animations (and reinventing slope calculations. I swear I derived it on my own!)

Halifax Media Group
December 2010 - April 2013
Front End Developer

- » Adobe AIR (flash on the desktop)
- » HTML, CSS, JS, but badly
- » Designing UI around user workflows (and making their lives easier)
- » Designing an HTTP CRUD API and coordinating with another developer
- » The pride of a "temporary" internal tool that's still in use today

Telerik
April 2013 - April 2014
Front End Developer

- » Node.js
- » HTML, CSS, JS, but good this time!
- » UI performance profiling and leak finding
- » Git (finally!)
- » DRY, SOLID, separation of concerns, encapsulation, etc (I had an EXCELLENT mentor here)

Zenoss
April 2014 - Current
Software Developer

- » Python
- » C (arduino, eso8266, IoT)
- » Software adjacent skills such as architecting and planning, examining business needs, and interpreting requirements
- » D3, Angular, Vue + vuex, webpack, scss, and much more
- » Planning and building a very large distributed computing platform and UI
- » Jenkins, CI
- » Browser automation, selenium, e2e testing
- » Linux, bash, makefiles, shell scripts, docker
- » UX, user-centered design, user personas

VR/AR
Computer Vision
Unreal Engine
Unity
YOU?
1 pullup

Revision: 9-5-17v3